

## EXHIBIT B

## WHEEL OF MADNESS

### Incrementing Jackpot

#### Game Play

1. Player places an extra side wager to participate in the bonus aspect of the underlying game.
2. If player receives a predetermined set of cards, the player qualifies for a bonus.
3. Qualified players push a jackpot button, which activates a prize wheel to spin.
4. The wheel will stop on either 1 of 5 fixed jackpots, or one incrementing jackpot

| Type of Jackpots | Number of Jackpots | Prob.   | Jackpot Amounts | Player Hold % |
|------------------|--------------------|---------|-----------------|---------------|
| Incrementing     | 1                  | 0.00003 | 5,050           | 0.1300        |
| Fixed            | 49                 | 0.00126 | 50              | 0.0643        |
| Fixed            | 100                | 0.00257 | 40              | 0.1055        |
| Fixed            | 525                | 0.01351 | 12              | 0.1757        |
| Fixed            | 575                | 0.01480 | 11              | 0.1776        |
| Fixed            | 625                | 0.01609 | 10              | 0.1770        |
| Total            | 1,875              | 0.04827 | 5173            | 0.830         |

#### Incrementing Jackpot Specifications

|                |                   |
|----------------|-------------------|
| Range          | \$100 to \$10,000 |
| Average Pay    | \$5.050           |
| Increment Rate | \$1               |
| Increment Time | every 15 Seconds. |
| Cycle Time     | 21.04 hours       |

#### Bonus Game Hold%

|                       |        |
|-----------------------|--------|
| Minimum Player Hold % | 70.30% |
| Maximum Player Hold%  | 95.80% |
| Minimum Casino Hold % | 29.70% |
| Maximum Casino Hold%  | 4.20%  |
| Average Player Hold%  | 83%    |
| Average Casino Hold%  | 17%    |

#### Notes:

1. The overall Hold % for the bonus game is greatly influenced by what incrementing jackpot amount is won. The range of the incrementing meter can be changed to increase or decrease the lower and upper jackpots.
2. The side wager is an optional bet, the hold% from the bonus game will probably only add about 2% to 4% to the hold% on the underlying game (i.e. blackjack).
3. When the incrementing meter reaches the top of the range or in this example \$10,000, it will start back at the \$100.